

Unit Title	Unit Overview	Prior Knowledge / skills	New Learning
Formal Elements of Art	The Formal Elements are the parts used to make a piece of artwork. The art elements are line, shape, space, form, tone, texture, pattern, and colour. They are often used together, and how they are organised in a piece of art determines what the finished piece will look like. Artists consider each of the formal elements carefully when making their artwork. Students will create their own masks based on a traditional, ceremonial	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history. How to use good quality of line. How to create pencil tone.	How to use good quality of line How to mix paint to make different colours. How to blend pencil to make different tones. How to draw an object from observation. How to identify the seven elements of art. How to carefully consider my designs to add a theme and sophisticated colour. How to create a symmetrical design. How to use observational drawing skills to
	and/or cultural event. ARTISTS that you will explore Romuald Hazoume ARTISTS that you could research yourself Taffany Matheson Felicia Murry Serge Clottey CULTURES that you could research		accurately recreate an image. How to make and use a sgraffito page. How to use other cultures to inspire my pieces. How to design an original mask based on a theme. How to carefully consider my designs to add a theme and sophisticated colour. How to manipulate card to create a three-dimensional piece of work.



	Ashanti Tribe Noh Theatre Dogon Tribe Venetian Masquerade Greek Theatre		
Illustration/Alice In Wonderland	Students will learn what illustration is and create their own original design to illustrate Alice in Wonderland. ARTISTS that you will explore Sir John Tenniel Lewis Carrol Lisbeth Zwerger Ralf Steadman ARTISTS that you could research Salvador Dahli	How to use good quality of line. How to create pencil tone. How to carefully consider their designs to add a theme and sophisticated colour.	What are illustrations and how are they used. How to make an accurate transcription of an artist's work. Create an original playing card design while working to a design brief.



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Biodiversity	Biodiversity has been inspiration for many artists, in demonstrating natures beauty to expressing worries about challenges facing natural animals and habitats. In Art Bio-Diversity allows opportunities to explore deeper meanings and use different materials in creating artwork. The project explores a wide range of natural diversity and themes of pollution. ARTISTS that you will explore Mark Powell	How to use good quality of line. How to create pencil tone. How to make an accurate transcription of an artist's work.	How to effectively create artwork in the style of an artist. How to use a grid to create an observational drawing. How to use biro to create textures and tone. How to experiment with mixed mediums to meet a brief. How to create a weave with repurposed materials. How to carefully consider my designs to add a theme and sophisticated colour.
Pixel Art	The first use of the term digital art was in the early 1980s when computer engineers devised a paint program which was used by the pioneering digital artist Harold Cohen. In this project you will have use your observational skills to create expressive and simplified art artwork. ARTISTS that you will explore Julian Opie	How to use good quality of line. How to create pencil tone. How to make an accurate transcription of an artist's work.	How to explain what a Pixel is. How to use Pixels to make an image. How to use observational drawing skills to accurately recreate an eye. How to mix different tones in paint. How to use tone to express form. How to simplify an image.



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Portraits Introduction	Students will explore the theme of Portraits, learning about the history of portraits, how they have changed. ARTISTS that you will explore Patrica Ariel	How to use good quality of line. How to create pencil tone. How to make an accurate transcription of an artist's work.	How to explain what a portrait is. How to use observational drawing skills to accurately recreate an image. How to use pencil and biro to express tone. How to accurately draw a properly proportioned face.
Portraits Manipulation/Photography	Students will explore hoe to manipulate photographic portraits by hand and using digital media ARTISTS that you will explore Erin Chase	How to design and create an original piece of work	How to manipulate images. How to create a mixed media collar How to create an intricate pattern How to use basic functions on photoshop.
Portraits Abstract forms	Students will look into the meaning of abstract art and sculptures and create a range of pieces with clay, ink washes and print. ARTISTS that you will explore Alberto Giacometti	How to design and create an original piece of work	How to explain what Abstract art is. How to use tone to express form. How to explain what a monoprint is. How to design and create an abstract sculpture using clay.
Portraits Typography, Idea development, and Final piece	Students will design and create a poster for a Portrait exhibition. They will draw on skills and information they have learnt during the year to create an original design to advertise an exhibition.	How to design and create an original piece of work	How to use typography to create mood. How to work to a design brief from a client. Have an introduction to the design process — an understanding of a design need, brief, specifications and research. How to develop graphics skills.



GCSE Art and Photography

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Fine Art - Natural Forms Photography – Pattern and Texture	Guided by the teacher, all students will explore the theme of Natural forms. During this project they will study all of the assessment objectives (AO's) and how reach them. Students will research artists and produce work in the style of that artist before experimenting with their own ideas and producing a final piece.	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Develop camera and digital skills Learn about great artists, architects and designers in history.	AO1 – Developing ideas through investigations, demonstrating critical understanding of sources AO2 – Refining work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques, and processes. AO3 – Recording ideas, observations, and insights relevant to your intentions as work progresses. AO4 – Presenting a personal and meaningful response that realises intentions and demonstrates understanding of visual language.
Component 1. 60% of the overall grade	Students will explore the theme of Natural forms. Students will research artists and produce work in the style of that artist before experimenting with their own ideas and producing a final piece. Theme options. Art: Imagine	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Develop camera and digital skills Learn about great artists, architects and designers in history.	AO1 – Developing ideas through investigations, demonstrating critical understanding of sources AO2 – Refining work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques, and processes. AO3 – Recording ideas, observations, and insights relevant to your intentions as work progresses.



Cut and Paste Personal Collections Photography: Layers In a different Way Light and Dark	AO4 – Presenting a personal and meaningful response that realises intentions and demonstrates understanding of visual language.
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Component 1	Students continue to explore the component 1 theme they chose in Y10, culminating in a personal and meaningful final response to their theme	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Develop camera and digital skills Learn about great artists, architects and designers in history.	AO1 – Developing ideas through investigations, demonstrating critical understanding of sources AO2 – Refining work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques, and processes. AO3 – Recording ideas, observations, and insights relevant to your intentions as work progresses. AO4 – Presenting a personal and meaningful response that realises intentions and demonstrates understanding of visual language.
Component 2, Externally set assignment. 40% of overall grade	Students receive an externally set assignment paper and pick one of the themes to investigate. They cover all the assment objective covered in component 1 and their final outcome is produced during a ten-hour exam.	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Develop camera and digital skills Learn about great artists, architects and designers in history.	AO1 – Developing ideas through investigations, demonstrating critical understanding of sources AO2 – Refining work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques, and processes. AO3 – Recording ideas, observations, and insights relevant to your intentions as work progresses. AO4 – Presenting a personal and meaningful response that realises intentions and demonstrates understanding of visual language.